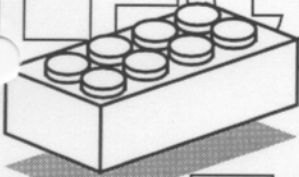


LEGO SCRIPT SFX



THE CHARACTERS

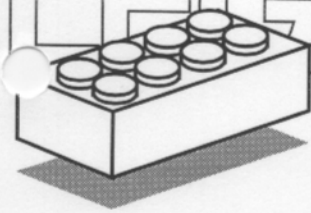
This is the first draft rough of the script. Coupled with the Design Schematic is intended to provide concept structure for the final draft. Feasibility studies will determine to what extent a full dialogue can be utilized. In some cases there may be no dialogue or less dialogue than presented here. The thoughts conveyed in this first draft may be communicated through visual or sound cues. The final script will be finalized by a screenwriter. Again, this first draft is a first draft and should be read as a companion piece to the DESIGN SCHEMATIC.

INFO 1	INFOMANIAC: Host with the most. All knowing, a little eccentric. Very polite, well mannered. Inventive. Excitable. MINOR CITIZEN(S): Walk about with minor dialogue.
PIZZERIA 11-1	Mamma and Pappa Brickalini: Robust, lively, very gestural, very animated, very friendly cooks. "Pepper": the Delivery person. Fast talking, wise cracking, hip and helpful. Minor Customers: walk about, minor dialogue.
STORE 11-2	CASHIER: "C.P.U." Cashier Person Unit: The Town Gossip, opinionated, talkative, fast CUSTOMER: "Bit" absent-minded (rarely finishes a sentence) always in a hurry.
POLICE 11-3	DETECTIVE: Nick Brick and Nicki Bricki: Heroes (rookie to super sleuth. Tough, courageous, efficient and effective. James Bond-like. TRICKSTER: "CLICK" The Mouse. The town "bad guy". Mischievous and silly. A contrary-coyote man. Captain D. Rom: "C.D.": The Captain of the force;; Tough, in-your-face supervisor Dispatcher: "Hold" Please. Spock-like efficiency. efficient, effective, emotionless. Motorcycle Cop: Sargeant Varoom, Boat Pilot, Squad car Driver, Guard, Lab Technician
RACE 11-4	DRIVER: "Disk" Drive. Courageous risk taker, adventurerer PIT STOP MECHANIC: "Pit", JUDGE
BEACH 11-5	JET SKIER: "TAB" Indent. Fishing Person: "Byte", JUDGE, SHARK
GAS 11-6	Owner: "Hard" Drive, Mechanic, Attendant, Tow Truck Driver: "Studz" Linkin
HOSPITAL 11-7	ORDERLIES: "Return" and "Enter": Funny guys, Tweedle Dee and Tweedle Dum- like Nurse, patient, ambulance driver, Doctor
BANK 11-8	Bank Tellers: Franc, Marc and Buck Pounds
CAFE 11-9	Waiter, Customer, Musicians (Possible Delete)
POST O. 11-10	Carrier and teller: Ed and Edie Mail (E-mail). Ed is slow , grumpy and uninspired , black-cloud always follows Ed around Edie is efficient, tolerant and friendly to a fault
BUILD 11-11	Construction person(s)
HOMES 11-12	Mom, Dad and some kids
PARK 11-13	Misc. characters, cat, horse and driver, parrot
COAST G. 11-14	Rescuer(s) (Possible Delete)
GAME SHOW 17	Contestants, host

Prepared by and for
The Mindscape
and LEGO Team

FINAL FIRST DRAFT
October 9th, 1995

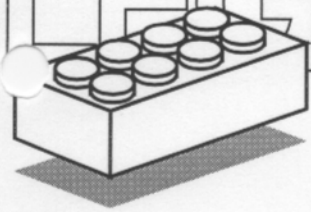
LEGO SCRIPT SFX



Music and sound effects begin and the LEGO logo appears in center screen. This image rotates forward and reveals, on the other side, the title of the program. This logo now rotates and reveals a window in which LEGO bricks come flying out towards the viewer. The window now rotates and a building base plate is revealed. The bricks fly back in and a fast build occurs of a building (the Information Center). View pulls back revealing a town on an island. The sound of the waves against the shore as we zoom forward is broken by the sight and sound of a passing helicopter. We zoom into a very much alive town and stop in front of the Information Center. The doors open. Enter. Welcome.....

MUSIC, SFX,	SCRIPT
INTRODUCTION MUSIC: <i>INTRO SONG</i> Cut One on Sample Tape Rough Mix SFX: Bricks clicking in place: TRUE LEGO SOUND Waves against the shore Helicopter Ambiant Town Sounds Door Opens/Closes	
SCREEN 1 / SCENE 1 : REGISTRATION MUSIC: <i>INTRO SONG</i> Fades to <i>THEME SONG</i> SFX: Musical note when registration book begins to glow. Fanfare when selected. Crescendo when book is closed	INFOMANIAC: "Welcome, come in and please register... (above line is repeated in French, German, Japanese and Danish) "Avec pleasure,etc..."
SCREEN 1 / SCENE 2 : EXPLANATION MUSIC: Fanfare at last line (...so much to do) Ambient Background Animation and Dialogue: Major characters (Nck Brick, Nicki Bricki, The Brickalini, Tab Indent, C.D. Rom Hard Drive, Studz Linkin, Return, etc.) make an appearance as a cameo introduction. Pepper the Delivery Person, for examples comes in with a pizza delivery and says: " Hi Infomaniac. I'm making a delivery upstairs" The cashier (CPU) walks in turns on the TV . Turns off the TV and says;" Yes. I was right. There is 4 channels"	INFOMANIAC: "Welcome, to LEGO Town, the coolest place around. This is the Information Center and I'm so happy that you're here! Oh, my... where are my manners? I'm known as the Infomaniac around here and around here there is so much to do." (HOTSPOTS glow briefly)
The Information Center is the mainscreen. The program features and storyline are described here. It is our headquarters and our base of operations. The Infomaniac is our host.	SCRIPT/PAGE ONE OF _____

LEGO SCRIPT SFX



After registration, The Infomaniac explains to the user, "that here in LEGO Town, you can be anyone you want to be- it's all in here." He then points to a rack of brochures. These brochures glow prompting the user to select them. The brochures contain the bios of all the people in town and a description of the leveled missions available. The user can familiarize him/herself with the information and/or select the person and mission direct.

The Infomaniac explains the enchantment that awaits us in LEGO Town. The map when selected (screen 4) presents us with a schematic overview of the town and can become our create Space. On this map we can build, view, explore, design and place additions in the town. " And if you want something else, just change it." The Infomaniac describes the build and edit modes and if you want to find out more about a place like the pizzeria or the police station just click on it. Directional arrows and zoom modes allow the user to explore town freely.

At any point during the user's play or competition, he or she can check their progress. By selecting the progress icon, screen 5 appears. Screen 5 displays all missions and activities and shows the user where he or she is. The progress screen also will notify user of appropriate winners or heroes ceremonies when the user has acheived it.

The Infomaniac notes: " By the way you have a marvelous view of the town from the Information Center's Observation Deck. You might want to look at town from there." The elevator doors glow prompting the user to select it. The doors open. It is a glass elevator that displays the town below. The control panel allows the user to select the floor.

Garage (6-1) Lobby (6-2) first floor(6-3) Observation Deck (Screen 10)...
Enter the elevator

MUSIC, SFX,

SCRIPT

SCREEN 1 / SCENE 2 : EXPLANATION

(continued)

MUSIC: Fanfare at last line (...so much to do)

Ambient lobby sound w/Lobby Music.
When items are selected, a musical fanfare follows.

Minor characters with ambient animations and background dialogue.

Everytime the trickster "Click" is mentioned or seen, a cautious keyboard riff is heard.

If the user tries to select CLICK:

he laughs, disappears in a puff of dust and says: " You can't catch me - yet!"

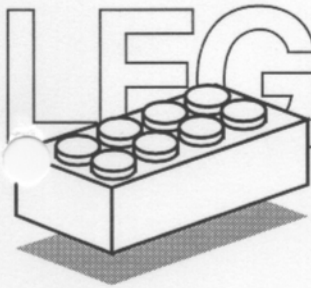
If the user tries to select the Infomaniac: He giggles and says: "Hey! that tickles!" the second time a selection occurs the narration stops, a "boing" is heard and the Infomaniac continues: " I'm honored that you want to be me but it's my job to help you not BE you."

Each hotspot has its own musical note, when they all glow at once, a chord is heard.

INFOMANIAC: "Here you can be anybody you want to be just by selecting on that person. You can drive any car or any boat or enter any building and there are games and missions and all kinds of stuff to do . It's all in here: (brochures glow). But wait! There's more: if you want to know where you can go: this map here (map glows) is just the thing. You can explore and even change the town around if you'd like. And, of course, there's our own TV station here (TV glows) with news and well: you'll see... and oh.. you have a marvelous view from the Observation Room (elevator door glows) upstairs. You can go anywhere you please really, but if you ever want to come back here just click on this brick. (leans forward and places LEGO brick in right hand screen corner).

I wish I were you, because you are about to have a lot of fun (all hotspots glow once) Oh and one more thing, be careful of a person called "Click", a most mischievous one but you'll find all this out. Good luck!"

CLICK: (enters, stops, winks, LAUGHS then disappears)

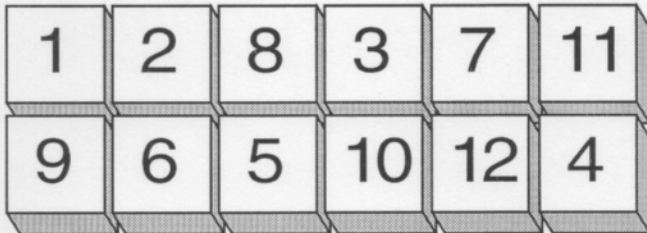


LEGO SCRIPT SFX

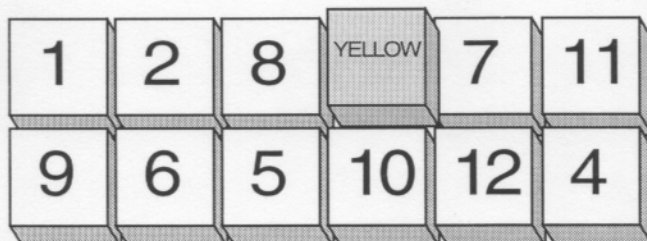
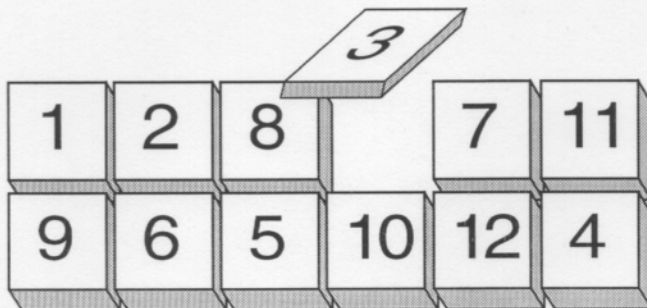
SCREEN 1 / SCENE 2 : EXPLANATION (continued)

SPOT CLICK REPORT

When Click is seen, he will have a number associated with him.
(on a card that he is holding or somewhere on him).
The user returns to the Information Center when Click is seen and selects the icon to bring up the *spot click report*



The user selects the number seen on Click.
The number brick rotates, revealing on the other side, a solid color.
This will eventually (level 4 in Police Mission) be the color key map to solve the whereabouts of Click. This color key will show how to stack the color bricks to create a message. (see mission four screen 11-3)



SCRIPT

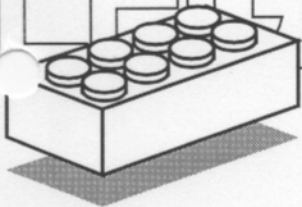
INFOMANIAC (continued):

"We need to know where CLICK is at all times. This is his picture.. If and when and(you wil)- see him, you must let me know . Return here and we'll mark down his location...like this (gives demonstration). We need you to help us find Click, the mouse. Good Luck!

CLICK:

(enters, stops, winks, LAUGHS holding a card that has the number 3 on it. He then disappears)

LEGO SCRIPT SFX



SCREEN 1 HOTSPOT OVERVIEW

MAIN FEATURES: All have an associated note

MUSIC: INTRO SONG

THEME SONG: Three versions (Normal, Rock & Roll, Orchestral)

LEGO NEWS THEME

GAME SHOW THEME

RADIO: Channels L,E,G, and O (Normal, Rock N' Roll, Orchestral, News,)

MISC: Door: open/close sound

Water Fountain: water FX

Phone: rings, etc.

Lamp: dimmer switch

Desk: "knock on wood" sound fx

Plants: giggles when you select a plant

Cat: purrs

TV: Channels L, E, G, and O

Ambiance: Sound of lobby, misc. characters chat/ saying hello,etc.

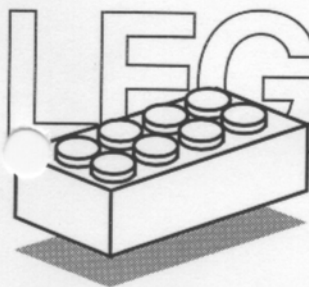
Background: traffic/horns.

Mini-figures: Infomaniac's monologue. Click's laughter.

Mini-theme: When "Click" is mentioned; a cautionary organ riff.

If a Yes or No question is asked in dialogue, a YES or NO icon will appear. User selects one. Response is answer specific

LEGO SCRIPT SFX



SCREEN 1 HOTSPOT OVERVIEW / continued

HOTSPOTS SFX

Scene 1

RADIO (Hotspot in most locations):
On / off, volume and channel select.
Channels L, E, G, O.
Selecting channels will change style of music.
L: Standard Theme song
E: Rock n Roll version
G: Orchestral/Operatic version
O: The LEGO News Channel

NEWSCASTER: " And this just handed to me;
A new guest has arrived today. After checking
in at the Information Center, is now ready to
discover our town. Details and film later."
(follow with theme song loop)
NEWSCASTER (2nd loop): "Click, the
mischievous trickster of LEGO TOWN was
last seen heading towards the store.
Be on the lookout."
(follow with theme song loop)
NEWSCASTER (3rd loop): And now for today's
weather report: It's beautiful! and it's not
about to change." (follow with theme song loop)

SCREEN 8 SFX

TV

On/off switch.
Channels: L,E,G,O
L: Missions
E: Highlites
G: Gameshow
O: News

When viewing Brochures(3), map(4) or reports(5)
Channel L and channel E
on TV, The infomaniac appears as the
on screen host:

Infomaniac on 3,4,5 channel L:

"Here are a few examples of
what you can do and how you can do it.
It's pretty easy but it gets really hard."

Infomaniac on channel E:

"Very cool! Good Job. Let's see that again
in Instant Replay.

Channel G: Gameshow (see script gameshow)

Channel O: News (see script News)

SCREEN 9 SFX

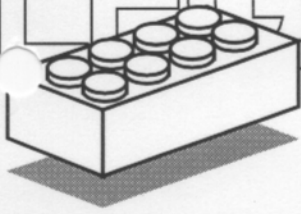
EXIT

When exit only door is selected: a musical
fanfare is heard.
SFX: farewell music and ambient sound (save
icon appears)

Mini-Figure: Goodbye (in all languages)

Infomaniac: Goodbye. You're welcome to
come back anytime. Next time just open up
the registration book and select your name. We'll
remember you!" (repeat in major languages)

LEGO SCRIPT SFX



SCREEN 11 THE TOWN / AN OVERVIEW

HOTSPOTS SFX

SCREEN 11

Ambient sound as in traffic (horns and *varoom* sounds), sirens (ambulances, police) doors opening and closing sounds, shoreline, people background chatter, cats, parrots, etc.

POLICE: Whenever a traffic violation occurs, the Police will respond:

1st Offense: (Siren)" Excuse me, but I must warn you to drive safely and respect the other drivers on the road."

2nd Offense: (Siren)" I'll have to issue you a ticket which'll cost you some points."

3rd Offense: (Siren)" Well, youre obviously a danger on the road. I'll have to suspend your driving privileges. It'll cost you X points to get it back."(car stops/wont start)

4th Offense: (Siren)" Now didn't we try to warn you? It's Jail for you, pal."(cut to jail)

Minor mini-figures: Characters will randomly, when passing in view, say things, things like:

- . Hi
- . Nice to see you!
- . Hey, have you had anything to eat yet? You look hungry.
- . I just played a really cool game on the arcade. There's one at the pizzeria, I think.
- . Wow! I just played on jetskis- down at the beach. Theyre great!
- . I just found out there's 1720 different kinds of LEGO bricks

(figures in cars may 'honk' and wave, etc.)

POLICE: If called via the phone:

"Message received. Be right there."

GARAGE: If called via the phone:

HOSPITAL: If called via the phone:

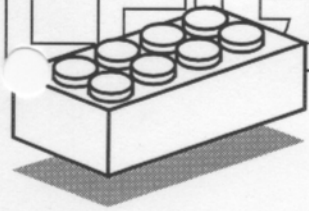
Other locations (when called): " Hi! nice to hear you. Come on over when you have a chance. Oops, gotta go. Bye.

(Additional: see phone script)

SCREENS 11-1 to 11-14 are character or mission specific and have appropriate scripts for each.

If a YES or NO question is asked of the user, a YES or NO icon appears. The user selects one and the results is answer specific.

LEGO SCRIPT SFX



SCREEN 11 THE TOWN / MISSIONS

MISSIONS SCREEN 11

When a mission level is selected, that mission level is locked. The user remains in the person (mini-figure) selected until the mission level is complete or until time runs out or the mission level is quit.

Selecting mini-figures while in a mission mode will trigger responses from those figures selected allowing for mission specific dialogue, clues and solutions. The user can not switch from mission to mission to mission without first exiting, completing or waiting for the time to run out.

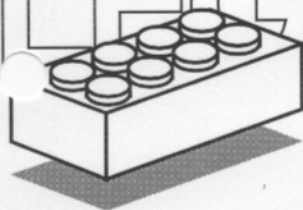
At the end of each level (for each mission), the user has the options:

- ☐ I want to play this level again, please
- ☐ I want to move on to the next level
- ☐ I want to exit these missions and go look around somewheres else

In the EXPLORATION mode (scriptsA), the scene changes for each subsequent entry. 4 different scenarios/ randomly mixed. For the purpose of example; only one "Explore Script" is presented for each location.

Selecting characters not accessible: (Giggle) " Hey, that tickles!"

LEGO SCRIPT SFX



Locations, of which there are 14 of, have in most cases two scripts:

A) The Explore Script which is if the user just selects the door and enters the wrap around environment to see what's there or

B) The Mission Script which is a leveled experience. Dialogue heavy on the lower end for instructional purposes and less dialog ueas one progresses.

SCREEN 11-1 THE PIZZERIA A) EXPLORE SCRIPT

MUSIC, SFX,	SCRIPT
SCREEN 11-1 / SCENE 1/A : PIZZERIA MUSIC: Upon selection/ the operatic version of the THEME song. SFX: Ambient restaurant background sounds (pots, pans, dishes) Phone ringing MUSIC: Upon selection Rock & Roll version of the THEME song. SFX: Arcade game "BEEPS" Door slams close when Pepper leaves All hotspots have notes attached as in Screen 1	Mamma and Pappa Brickaloni are busy making pizzas. Spinning the dough in the air. Mamma picks up phone while spinning dough Pappa Brickaloni Hello! Hello! Come in, please. Mamma, we got a guest. Mamma Brickaloni Offer our guest a drink, Pappa. I'm on a the phone and I only got a two hands! Pappa: Of course you do! So you want a pizza?(YES/NO icons appear. If NO is selected:) No? take your time and look around (hot spots glow) (If YES is selected: menu glows and:) Pappa: " Go ahead you pick what you want. This time on the house. Next time I have to charge you." (User selects menu items, food appears. User selects food and bites appear/ drink is drunk)

Pepper: Hi Mr. and Mrs. Brickaloni. Mind if I change the radio. (changes radio to Rock and Roll station)

Pappa:: Hey,Pepper!
what are you doing there? You got plenty of work to do. Here take these pizzas to Captain D. Rom at the Police Station. He's one hungry Cop that's for sure.
Go on now- you hurry.

Pepper: Right away, Pappa. But first a quick game. (steps up to arcade game)

Mamma: When you come back, Pepper.

Pepper: O.K., cool..Caio

Pappa: Oh that Pepper. He gonna DRIVE me crazy someday.

Momma: But Pappa, it's just a short walk. You don't have to be driven!

Poppa, Momma: (big hearty laughs)

Enters CLICK/CLICK: (Stops, winks, LAUGHS then disappears)

LEGO SCRIPT SFX

Locations, of which there are 14 of, have in most cases two scripts:

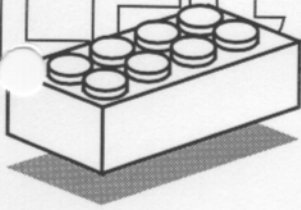
A) The Explore Script which is if the user just selects the door and enters the wrap around environment to see what's there or

B) The Mission Script which is a leveled experience. Dialogue heavy on the lower end for instructional purposes and less dialogue as one progresses.

SCREEN 11-1 THE PIZZERIA B) MISSIONS

MUSIC, SFX,	SCRIPT
SCREEN 11-1 / SCENE 1/B : PIZZERIA LEVEL ONE / THE CHEF SFX: Phone rings. Ambient sounds Bell for delivery : Rings Oven timer: Bings MUSIC: Theme song (background) At the end of each level (for each mission), The user has the following options: Play this level again. Move on to the next level. Exit these missions and go somewhere else	CHEF: "Well, come on. We got a lot to do! But don't a worry. I'm going to help you. Here, I answer the phone. (demos phone and E-menu tools and takes the order that is displayed on menu screen). O.K. You get the ingredients when I call them out. (refrigerator and drawers glow prompting user selection). O.K. Good. Get me the dough, one pepperoni and cheese and the sauce (glow at each mention). Just select and drag them and put over here. (table glows). (Chef flattens dough, spins) O.K. You watch because youre going to need to do this sometime. O.K. You put the cheese, the sauce and the toppings on the pizza. Good! O.K. We put in oven. Go ahead; open oven and set timer here and when its done, put in box and then we ring for Pepper. The Delivery person not the spice. O.K. It's done. Ring bell. Pepper: O.K. I'm ready. Where's it going? CHEF: Oh. That's right! here, select address on phone (glows and when selected transfers to the box top) Pepper: O.K., cool.. Caio CHEF: O.K. now you make the next one. Here I leave you the dough (4 pies on counter). You take the orders and make the pies. Remember ring for Pepper when you're done. Buono Fortuna! That's good luck in Italian. At completion of task... CHEF: Good job! I already put your salary in the bank. You can come back anytime. Plenty more to do around here ,but I'm sure you want to do other things so come back soon. I'll miss you!

LEGO SCRIPT SFX



Locations, of which there are 14 of, have in most cases two scripts:

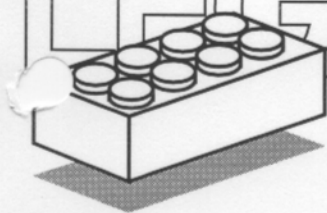
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SCREEN 11-1 THE PIZZERIA B) MISSIONS

MUSIC, SFX,	SCRIPT
SCREEN 11-1 / SCENE 1/B : PIZZERIA LEVEL TWO / THE CHEF SFX: Phone rings. Ambient sounds Bell for delivery : Rings Oven timer: Bings MUSIC: Theme song (background)	CHEF: "We got a busy day today. A lot of orders to fill so I'm going to make you a chef today. You need to take in the orders, get the dough (glows) flatten it (tools glow) and spin in the air like this (demos) and then , of course, make the pizza like you already know how." Pepper: (when bell is rung and task is complete) "cool" (when bell is rung and task is incomplete) "what's up?" At completion of task... CHEF: Good job! I already put your salary in the bank. You can come back anytime. And I give you this nice brick as a present. I'll keep it in a safe place. You can use it later.
SCREEN 11-1 / SCENE 1/B : PIZZERIA LEVEL THREE / THE CHEF SFX: Same as last level MUSIC: Theme song (background)	RADIO Voice: And this just handed to me: A big Pizza Contest today in LEGO Town. Entries should be at the Information Center in 5 minutes. CHEF: Meatballs! you've got to hurry! make your best pizza and give it to Pepper real fast! You can win! Pepper You're the best! At completion of task... RADIO: And the winner is: YOU! Film on the news! (aside) yummmmm.. this is good pizza! ALL: Hooray! CHEF: Great job! I put a big bonus in the bank and here's something special for you in case you ever need it (jar of " Stop Click in his tracks Glue"). I'll put it here. (User remembers locations)

LEGO SCRIPT SFX



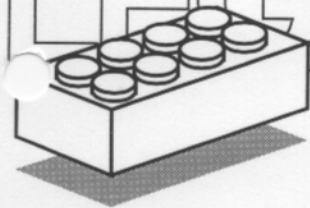
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SCREEN 11-1 THE PIZZERIA B) MISSIONS

MUSIC, SFX,	SCRIPT
SCREEN 11-1 / SCENE 1/B : PIZZERIA LEVEL FOUR / THE CHEF SFX: Same as all levels MUSIC: Theme song (background)	CHEF:: "O.K. You got a big day ahead of you. There's a big party in town. Everybody wants your pizza. They need 5 in a hurry!" Pepper: "I'm ready to deliver them when you are, Boss" RADIO: "A warning is out to all listeners: CLICK is seen wandering about town. Last seen heading towards the pizzeria" CLICK: Laughs POLICE: (If Police are called) " Ah, It's the Trickster, I'll bet. We've been looking for Click for some time now. Good Job, friend." At completion of task... RADIO: There will be a heros celebration in the park for our Town's newest hero who makes a great pizza." ALL: "Hooray." Pepper: "Way to go!" RADIO: We interrupt this broadcast to suggest you go find the local newspaper available in stores everywhere in LEGO Town. Congratulations. SCRIPT/PAGE NINE OF _____

LEGO SCRIPT SFX



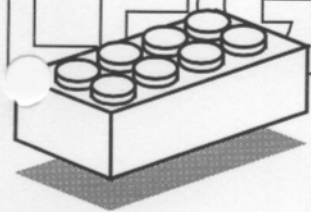
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SCREEN 11-1 THE PIZZERIA B) MISSIONS

MUSIC, SFX,	SCRIPT
SCREEN 11-1 / SCENE 1/B : PIZZERIA LEVEL ONE / THE DELIVERY SFX: Phone rings. Ambient sounds Bell for delivery : Rings Oven timer: Bings MUSIC: Theme song (background)	CHEF: (bell rings) "O.K., The pizzas are ready to go, my friend. Just select the boxes and they're in the delivery car. The addresses are on the box tops. Check your map. Drive safe and hurry before they get cold." At completion of task... CHEF: Good job! I already put your salary in the bank.
SCREEN 11-1 / SCENE 1/B : PIZZERIA LEVEL TWO / THE DELIVERY SFX: Phone rings. Ambient sounds Bell for delivery : Rings Oven timer: Bings MUSIC: Theme song (background)	CHEF: (bell rings) "You're such a good delivery person. I know You know just what to do now do it! The more you deliver, the more points you make" TOW TRUCK: (when arrives at scene) "uh-oh..looks like a flat tire. This might cost you some points." At completion of task... CHEF: Good job! I already put your salary in the bank. And because I like you, I got you this gift here. I'll keep it here for when you need it."
SCREEN 11-1 / SCENE 1/B : PIZZERIA LEVEL THREE / THE DELIVERY SFX: Phone rings. Ambient sounds Bell for delivery : Rings Oven timer: Bings MUSIC: Theme song (background)	CHEF: (bell rings) "Everybody hungry all at once! You've got to hurry...but be careful!" POLICE: (when arrives at scene) " we are here to help." AMBULANCE: (when arrives at scene) " Are you alright?" At completion of task... CHEF: Good job! I already put your salary in the bank. And because I like you, I got you this gift here. I'll keep it here for when you need it."

LEGO SCRIPT SFX



Locations, of which there are 14 of, have in most cases two scripts:

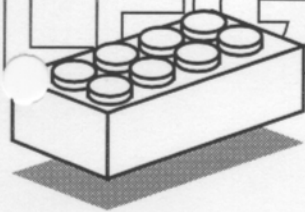
A) The Explore Script which is if the user just selects the door and enters the wrap around environment to see what's there or

B) The Mission Script which is a leveled experience. Dialogue heavy on the lower end for instructional purposes and less dialogue as one progresses.

SCREEN 11-1 THE PIZZERIA B) MISSIONS

MUSIC, SFX,	SCRIPT
SCREEN 11-1 / SCENE 1/B : PIZZERIA LEVEL FOUR / THE DELIVERY SFX: Phone rings. Ambient sounds Bell for delivery : Rings Oven timer: Bings MUSIC: Theme song (background) Outside: Town ambiance, car,etc User finds pizza boxes, (glows) selects and they end up on screen as inventory. Select box: it opens. Pizza inside as inventory. Labels show missing toppings. I.e: "Pepperoni here" or "sauce is gone". Find ingredients and repair pizza. User may run into click and try to stop him	CLICK: LAUGHS Pappa: Mozeralla! We got a mess! It's CLICK, Mamma Mamma: Quick, Pepper...Click has taken all of our pizzas and hidden them all over town. You've got to find them selct them and deliver them to the right places. The addresses are on the box. Mamma: Pepper will save the pizzas, Pappa! Pappa: Good luck! Mamma: That's Buena suerta, Pappa Pappa: Aaah! Citizen(s) once outside: If you're looking for the pizza, I saw one down by the beach. Jetskier: Pizza? not in the water. L ater, dude Post office: Found a pizza in the mailbox once. I'd check there. At completion of task... RADIO: "Way to go, Pepper!. Not only will you get a big point score but the town would like to show its appreciation with a heros celebration and special gift. See you at the Park in 3 minutes." ALL: "Hooray!." (Special stop the trickster in his tracks dough is awarded for future run-ins)
SCRIPT/PAGE ELEVEN OF ____	

LEGO SCRIPT SFX



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SCREEN 11-2 THE STORE A) EXPLORE SCRIPT

MUSIC, SFX,	SCRIPT
SCREEN 11-2 / SCENE 1/A : THE STORE MUSIC: Theme song (low/background) SFX: Ambient store background sounds (cash register, squeaky wheel on cart, etc.)	The cashier is ringing up items . The main customer is filling the cart. Minor mini-figures are shopping Cashier: Hello and welcome. You're new in town aren't you..Well, did you know that there are 1720 LEGO pieces? Customer C.P. I need some assistance, please. Where is the ... Cashier: All the items are on the shelves (items glow). And did you know that 2 bricks, exactly the same can be put together 24 differant ways! Customer I'm ready to be checked out Cashier: Humming to theme song while demonstrating a check out procedure. (all hotspots glow briefly) CLICK: (enters, stops, winks, LAUGHS then disappears)

Next exploratory visit: User can select items (food, newspapers,bricks,tools,etc.)and bring to cashier

Cashier: Hello. Shop around. Take your time. Select what you need and I'll subtract it from your account.

Customer: When in view will wave or say hi

LEGO SCRIPT SFX

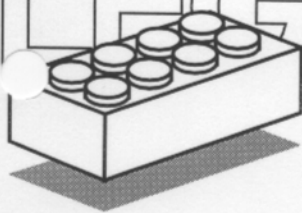
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SCREEN 11-2 THE STORE B) MISSION SCRIPT

MUSIC, SFX,	SCRIPT
SCREEN 11-2 / SCENE 1/B : THE STORE LEVEL ONE / THE CASHIER MUSIC: Theme song (low/background) SFX: Ambient store background sounds (cash register, squeaky wheel on cart, etc.)	The customer is unloading cart items on conveyor belt in front of you Customer: Well, aren't you going to select the items (glow) and ring them up by placing them under the scanner (glows) Customer Well, get a bag and put them in there . (bag glows) Customer: Well, hurry. I haven't got all day. I'll pay you for as many items as you can ring up and bag for me. Customer I'm going to go get more. Customer (at completion): Thankyou. I'll only pay you for the items you've packed correctly.
LEVEL TWO / THE CASHIER Customer: Today I need more things and I must tell you that I'm late already! RADIO (at completion): "Looks like you've completed level two. Congratulations. In addition to your salary you now own whats behind door #2" (cabinent door glows and when selected reveals a tool) "This tool will allow you to select and drag certain bricks. Keep it here, you may need it later! CLICK (runs in/out): Laughs	LEVEL THREE / THE CASHIER CLICK: Appears in front of you-grabs bags and dissappears...LAUGHS RADIO : Warning: CLICK is on the loose. Hiding everything you need. Do your job but stop him! Customer: Well, I hope this doesn't slow you down because I'm in a hurry. You better find some bags. RADIO (at completion): One word: Hooray! details and film on Channel L T.V. and you also receive this NEW brick.

LEGO SCRIPT SFX



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SCREEN 11-2 THE STORE B) MISSION SCRIPT

MUSIC, SFX,	SCRIPT
SCREEN 11-2 / SCENE 1/B : THE STORE LEVEL ONE / THE CUSTOMER MUSIC: Theme song (low/background) SFX: Ambient store background sounds (cash register, squeaky wheel on cart, etc.)	The cashier is right in front of you Cashier: It's shopping time. Please look around. By the way, Did you know that LEGO is from the Danish word "LEg GOdt" which means play well. RADIO: Congratulations! You're our Special customer of the day. and what does that mean? Well: You now have 100 LEGO points inwhich to shop with. Cashier Well that's cool! Only problem is we close in 5 minutes RADIO: Remember you have 100 points to use. Don't go over or you loose points. ...and only 5 minutes left. (User selects items and they pop in cart. route back to cashier turns into a maze) RADIO: (at completion) And you did a great job!
LEVEL TWO / THE CUSTOMER CASHIER: Hello.Because you did so well the last time, I'd like you to shop for me. Here's my list (list appears) and you've got 10 minutes and 100 points RADIO (at completion): And good luck on round two. Incidentally , you must use exactly 100 points. No more, and no less CLICK (runs in/out): Laughs RADIO: (at completion) And you did a great job! (Special knock down brick tool is awarded)	LEVEL THREE / CUSTOMER CLICK: Appears in front of you and dissappears...LAUGHS RADIO : Warning: CLICK is on the loose. Cashier: Same rules: 100 points, 10 minutes and go! RADIO (at completion): One word: Hooray! details and film on Channel L T.V.

LEGO SCRIPT SFX

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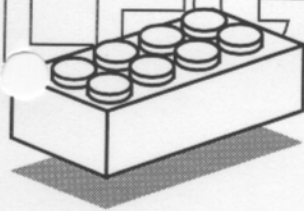
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SCREEN 11-3 THE POLICE STATION A) EXPLORE SCRIPT

MUSIC, SFX,	SCRIPT
SCREEN 11-3 / SCENE 1/A : THE POLICE MUSIC: Police Theme song (low/background) SFX: Ambient background sounds	Select door/Police commotion with characters running about COP: Hello. May I help you? (Yes or NO icon appears. If YES:) Just go up to the front desk and select the bell. Captain D. Rom will be with you C.D.: You're new in town. Unless you've got an emergency or you want to be a policeperson; I suggest you stay out of the way. NICKI: Say, easy on our new friend, C.D. Hi. I'm Niki Bricki and NICK: Enough with the small talk, Niki. I'm Nick, pal. Look around. Take your time (hotspots glow). And if you want to be a cop just select one.
Next exploratory visit: Officers greet you and say: Nice to see you again. How's it going, pal, etc.	COP: Hello. May I help you? (Yes or NO icon appears. If NO:) Fair enough. Just be careful and don't get in the way (C.D. Rom comes running in and bumps into you (full frame)) C.D.: You're new in town. Unless you've got an emergency or you want to be a policeperson; I suggest you stay out of the way. NICKI: Say, easy on our new friend, C.D. Hi. I'm Niki Bricki and NICK: Enough with the small talk, Niki. I'm Nick, pal. Look around, take your time (hotspots glow) and if you want to be a cop, just select somebody.

LEGO SCRIPT SFX



Locations, of which there are 14 of, have in most cases two scripts:

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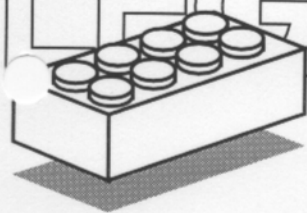
SCREEN 11-3 THE POLICE STATION (B) MISSION SCRIPT

MUSIC, SFX,	SCRIPT
SCREEN 11-3 / SCENE 1/B: THE POLICE LEVEL ONE / Nick or Nicki ROOKIE LEVEL MUSIC: Police Theme song (low/background) SFX: Ambient background sounds	Police commotion with characters running about. C.D. is in your face.. C.D.: Well, what are you waiting for? an engraved invitation? (YES OR NO icons appear. If YES is selected) A wise-guy-huh? well you're not going to get one! (IF NO is selected) Well good because you're not getting one. C.D.: Go outside. Select a motorcycle or police car and find a traffic offender.
RADIO (once in vehicle): Speeder spotted near the residential area. Check your map and go stop em.	RADIO (once in vehicle): There it is. Vehide went through a red light. Pull em over and issue a ticket.
RADIO (once in vehicle): Speeder by the bank.	RADIO (once in vehicle): Vehicle driving wrecklessly near the park. North side. Investigate.

RADIO (at completion):
Way to go! Good job, Rookie. A promotion is waiting at the station.

C.D. (at completion):
Congratulations, Officer.

LEGO SCRIPT SFX



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SCREEN 11-3 THE POLICE STATION (B) MISSION SCRIPT

MUSIC, SFX,	SCRIPT
SCREEN 11-3 / SCENE 1/B: THE POLICE LEVEL TWO / Nick or Nicki OFFICER LEVEL MUSIC: Police Theme song (low/background) SFX: Ambient background sounds	Police commotion with characters running about. C.D. is in your face.. C.D.: O.K., Officer. Here's your assignment. CLICK has escaped from Jail Island. Find him and return him to jail. COP.: I think I saw him in the park
Pizzeria.: Mamma: Si , yes...CLICK was here! Pappa: Took all the pizzas. What a mess. (due: pizza boxes/ ones out in front of the store) STORE.: Customer: CLICK came running in and took a bag and then "poof" disappeared. near the residential area, I think (bag found on street in front of home) Citizen.: Saw him heading towards the post office Post Office.: ED: well I don't really care but I think some of our stamps are gone. Edie: 3 of them to be exact. (stamp found in front of cafe)	Cafe.: I think it was CLICK. Anyway, somebody that looked like him was here and went to the beach BEACH.: Yeah, he was on the boat out there. (spotted on boat/waves laughs) water chase/escapes to land land chase... Other: If I see him I'll let you know. He was here alright. I'd check the pizzeria. I'd check the Post Office.

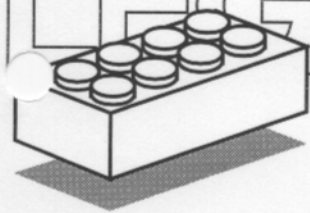
(User captures CLICK by stopping him either by cornering him or building a wall around him or other techniques. If you can select him: you've captured him.)

RADIO (at completion):

Congratulations. Return to the station.

CD : Congratulations. The department would like to present you with this camera for your car. "Hard Drive" will install it for you at the gas station.

LEGO SCRIPT SFX



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SCREEN 11-3 THE POLICE STATION (B) MISSION SCRIPT

MUSIC, SFX,	SCRIPT
SCREEN 11-3 / SCENE 3/B: THE POLICE LEVEL THREE / Nick or Nicki DETECTIVE LEVEL MUSIC: Police Theme song (low/background) SFX: Ambient background sounds	Police commotion with characters running about. C.D. is in your face.. C.D.: Detective.we're getting a lot of reports of stolen pieces in Town. Somebodies taking the toen apart brick by brick and I think you can stop him. Go get em! COP.: I think I know who it might be C.D.: Not without proof! Detective, get proof! Track him and catch him in the act and bring me proof!

Exits building. Some bricks missing in front. Pizza box (clue) / go to pizzeria.

PIZZERIA: Mamma: "Youre looking for that scamp CLICK. He was here

Pappa: and he took a pizza

Mamma: He took 2!

(clue: look for 2nd pizza box)

second box found in residential area

Homes: DAD: "Yes, CLICK was here. said he needed money to buy a boat

Mom: I told him to go to the bank. I mean isn't that where you would find money?

KID: He said he'd take me fishing if he got money for a boat!

Clues continue. User eventually finds click and must catch him in the act. Prompts and suggestions via police radio. Ultimate goal is to get a picture or a witness and lock up CLICK

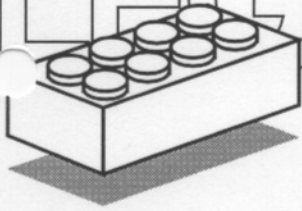
(User captures CLICK by stopping him either by cornering him or building a wall around him or other techniques. If you can select him: you've captured him.)

RADIO (at completion):

Congratulations. Return to the station.

CD : Congratulations. You'll find your reward at the garage. " Hard drive" will put on the special Jump feature in your car.

LEGO SCRIPT SFX



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SCREEN 11-3 THE POLICE STATION (B) MISSION SCRIPT

MUSIC, SFX,	SCRIPT
SCREEN 11-3 / SCENE 3/B: THE POLICE LEVEL THREE / Nick or Nicki DETECTIVE LEVEL MUSIC: Police Theme song (low/background) SFX: Ambient background sounds	Police commotion with characters running about. C.D. is in your face.. C.D.: Detective.we're getting a lot of reports of stolen pieces in Town. Somebodies taking the town apart brick by brick and I think you can stop him. Go get em! COP.:I think I know who it might be C.D.: Not without proof! Detective, get proof! Track him and catch him in the act and bring me proof!

Exits building. Some bricks missing in front. Pizza box (clue) / go to pizzeria.

PIZZERIA: Mamma: "Youre looking for that scamp CLICK. He was here

Pappa: and he took a pizza

Mamma: He took 2!

(clue: look for 2nd pizza box)

second box found in residential area

Homes: DAD: "Yes, CLICK was here. said he needed money to buy a boat

Mom: I told him to go to the bank. I mean isn't that where you would find money?

BANK: Teller: Yes. I've seen him. took out a loan. said he was going to get a boat.

(Clues continue. User eventually finds click and must catch him in the act. Prompts and suggestions via police radio. Ultimate goal is to get a picture or a witness and lock up CLICK.)

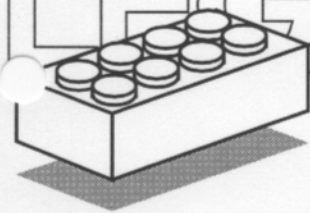
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RADIO (at completion):

Congratulations. Return to the station.

CD : Congratulations. You'll find your reward at the garage. " Hard drive" will put on the special Jump feature in your car.

LEGO SCRIPT SFX



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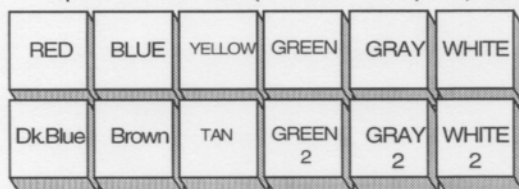
SCREEN 11-3 THE POLICE STATION (B) MISSION SCRIPT

MUSIC, SFX,	SCRIPT
SCREEN 11-3 / SCENE 3/B: THE POLICE LEVEL FOUR / Nick or Nicki SUPER-SLEUTH LEVEL MUSIC: Police Theme song (low/background) SFX: Ambient background sounds	Police commotion with characters running about. C.D. is in your face.. C.D.: "CLICK has escaped again! Find that rascal and bring him in!" (High speed chase all over the place. Car crashes into tree. CLICK escapes with a laugh. User contacts garage for repair...and the treasure hunt for clues begin. Building is required to retrieve clues (stairs to reach top shelves or roof top locations, etc. Bridge from roof to roof) Differant color bricks are discovered as clues. A letter is printed on the sides of each brick discovered. They are brought to the crime lab for analysis.

The solved puzzle (The spot click report) is our blue print.Discovery of this is prompted by the criminologists at the station.

This color map is utilized to show the user how to put the bricks together which reveals a message as to the hideout of click. The message may also show the location of a key to his hideout. User finds hideout (perhaps a neighboring island or underground home). User blocks exits to hideout to capture click

Spot Click clue (Screen 5/report) as blueprint to stacking bricks with letters/words to reveal clue.



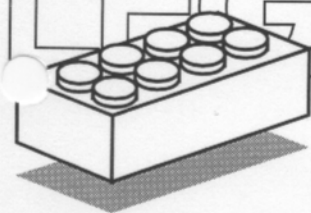
Clicks hideout and mission (taking bricks to another Island to start his own town is discovered. Locate island/locate secret entrance. and capture CLICK. Building should be required in solutions.I.e.: build stairs to reach clue stacked up high up, etc. Solution oriented Mission)

(User captures CLICK by stopping him either by cornering him or building a wall around him or other techniques. If you can select him: you've captured him.)

RADIO (at completion): Congratulations.

Return to the station. (Heros parade down main street) Big reward points.

LEGO SCRIPT SFX



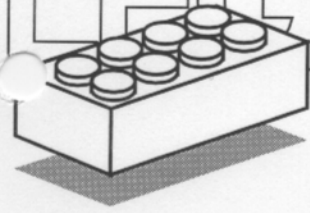
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SCREEN 11-3 THE POLICE STATION (B) MISSION SCRIPT

MUSIC, SFX,	SCRIPT
SCREEN 11-3 / SCENE 4/B: THE POLICE LEVEL FOUR + / Nick or Nicki SUPER-SLEUTH LEVEL Final level can be played approximately 4 times over with the solution changing each play. The entrance to Click's hideout moves.	SCREEN 11-3 / SCENE 1/B: THE POLICE LEVELONE / DISPATCHER Monitoring of the Police Map. Accidents, speeders and town "situatons" appear on map as red blinking beeping lights. The idea of this activity is locate accident. Radio to appropriate help (nearest squad car, ambulance, boat, etc.) and solve situation in the fastest time. Level one: C.D. Rom explains mission and assists.
SCREEN 11-3 / SCENE 2/B: THE POLICE LEVELTWO/ DISPATCHER essentially the same as level one. However, the user is on his/her own and the activity is faster and the time is shorter.	C.D.: What are you waiting for? You want to help? (Yes or No icon appears) IF YES: " Good answer. Let's get started. Here check out this map. Select it and these red lights mean we've got trouble. Call an officer with your radio to that location and wait for his reply. Yikes! there's another. Let's hurry, buddy. IF NO: Oh really? well maybe you'd like to guard the jail where CLICK is in for a while (scene cuts to Jail Island) mission: patrol the perimeter of island until relieved of duty.
SCREEN 11-3 / SCENE 3/B: THE POLICE LEVELTHREE/ DISPATCHER Same as above with complications of false alarms (Click, nodoubt). Loss of points for sending help to a false alarm. Find out authenticity of alarms. (call location). Two accidents may occur at the same time. Saving lifes is the ultimate concern.	
SCREEN 11-3 / SCENE 4/B: THE POLICE LEVEL FOUR/ DISPATCHER Purpose is to track down pattern of Clicks movements and assign Police to a location before Click gets there.	

LEGO SCRIPT SFX



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SCREEN 11-3 THE POLICE STATION (B) MISSION SCRIPT

MUSIC, SFX,	SCRIPT
SCREEN 11-3 / SCENE 1/B: THE POLICE LEVEL ONE / SQUAD CAR, MOTORCYCLE POLICE Vehicle specific Varooms and the like. Background town sounds Music theme background	Vehicle specific. Basically, the user drives around and responds to traffic missions. Level one: radio call to stop speeder. Instructions given via radio (mission similar to rookie level one)
SCREEN 11-3 / SCENE 2/B: THE POLICE LEVEL TWO/ COP essentially the same as level one. However, the user is on his/her own and the activity is faster User calls the shots.: who to pull over, Contact ambulance, garage, etc.	RADIO: Come in please. Stop speeder heading north by the bank. Issue ticket. and radio back in when task complete.
SCREEN 11-3 / SCENE 3/B: THE POLICE LEVEL THREE/ COP Same as above with complications of two speeders, two accidents, etc.	
SCREEN 11-3 / SCENE 4/B: THE POLICE LEVEL FOUR/ COP High speed chase after Click.	

LEGO SCRIPT SFX

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SCREEN 11-3 THE POLICE STATION (B) MISSION SCRIPT

SCREEN 11-3 / SCENE 1/B: THE POLICE LEVEL ONE / GUARD

No specific missions(yet). The guard located on Jail Island. Walks parimeter of Island and radios in if Click escapes.

SCREEN 11-3 / SCENE 1/B: THE POLICE C.D.ROM

C.D. is the host of the Police station. There is no associated mission (yet). C.D. can go anywhere including some locked doors in the station.

SCREEN 11-3 / SCENE 1/B: THE POLICE Boat Pilot

Level one: High speed chase in water.
Level two: Rescue drowning boaters
Level three: Capture and bring shark to deeper waters
Level four: Water treasure hunt (retrieve clues with underwater radar techiques) similar to Level four Super Sleuth missions.

SCREEN 11-3 / SCENE 1/B: THE POLICE Lab Technician

Minor character. Analyzes clues, finger prints, etc.

LEGO SCRIPT SFX

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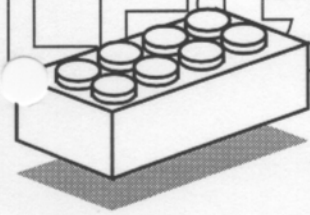
A) The Explore Script which is if the user just selects the door and enters the wrap around environment to see what's there or

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SCREEN 11-3 THE POLICE STATION (B) MISSION SCRIPT

MUSIC, SFX,	SCRIPT
SCREEN 11-3 / SCENE 1/B: THE POLICE LEVEL ONE / CLICK, THE MOUSE: a bother Click: Laughs Every time he appears, a cautious organ riff is heard	Click has one main mission and that is to disassemble the town piece by piece and bring it over to a new island to start his own town. Along the way though, Click amuses himself by mischievously messing with everybody's missions. LEVEL ONE: The store: move bricks, store items, etc. to create a maze to corner the customer. In this mission/ Click has a "bird's-eye" like-view and can select and drag items in place. Object is to trap the fast moving customer and avoid getting caught.
SCREEN 11-3 / SCENE 2/B: THE POLICE LEVEL TWO/ CLICK, THE MOUSE: a big nuisance Click: Laughs Every time he appears, a cautious organ riff is heard	Object is/the mission is to find removable bricks (without getting caught) and bring them to another Island. High speed chases. Hide, use bricks to build escape routes (bridges, stairs, etc.) If a mini-character (like Nick or Nicki) touch you: it's over.. You're in jail
SCREEN 11-3 / SCENE 3/B: THE POLICE LEVEL THREE/ CLICK, THE MOUSE: Royal pain	Object is/the mission is to escape from jail. look for route out of jail/ tunnel maze/ avoid being seen. Get boat and high speed chase. and begin level two (more complications). If touched by Police, end up in jail.
SCREEN 11-3 / SCENE 4/B: THE POLICE LEVEL FOUR/ CLICK, THE MOUSE: Supreme Pest	Similar to Level Three. There are more complications. Object is/the mission is to escape from jail. look for route out of jail/ tunnel maze/ avoid being seen. Get boat and high speed chase and begin level two (more complications).

LEGO SCRIPT SFX



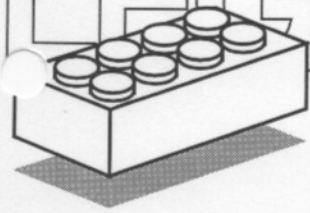
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SCREEN 11-4 THE RACE TRACK (A) EXPLORE SCRIPT

MUSIC, SFX,	SCRIPT
SCREEN 11-4/ SCENE 1/A: THE RACE RACE TRACK THEME MUSIC car sound effects Crowd cheers Light beeps	Judge approaches user. Are you ready to race? (YES or NO icon appears) IF YES: Select your car and wait for the signal (will begin mission level one script) IF NO: Then I suggest you take a seat over there. The races are about to begin.
SCREEN 11-3 / SCENE 1/B: THE RACE LEVEL ONE: Disk Drive	Judge: To enter the race, you must qualify. the time to beat is X minutes. One lap. Start your engine and go when the light turns green.
SCREEN 11-3 / SCENE 2/B: THE RACE LEVEL TWO: Disk Drive	Judge: "Two laps(with one other car) Ladies and Gentlemen, start your engines and go on the signal."
SCREEN 11-3 / SCENE 3/B: THE RACE LEVEL THREE: Disk Drive	Judge: "Welcome to the brickyard 500. (several cars) Three laps...Start your engines. wait for the light and go!" Car in font crashes/ avoid collision. Flat tire on second lap/ radio instructs user to pull in for repairs. signal to reenter and catch up.
SCREEN 11-3 / SCENE 4/B: THE RACE LEVEL FOUR: Disk Drive	Judge: "Welcome to the Grand Bric. (several cars) Five laps...Start your engines. wait for the light and go!" Cars in font crashes/ avoid collision. Need to refule at lap three. signal to reenter and catch up.

LEGO SCRIPT SFX



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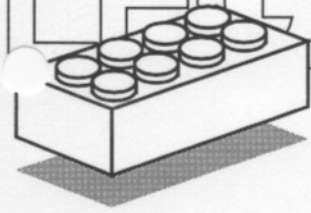
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SCREEN 11-4 THE RACE TRACK (B) MISSION SCRIPT

MUSIC, SFX,	SCRIPT
SCREEN 11-4/ SCENE 1/B: THE PIT STOP RACE TRACK THEME MUSIC Tools (drills,air hose,etc.) Car sound effects Crowd cheers Light beeps	SCREEN 11-4 / SCENE 1/B: THE PIT STOP LEVEL ONE: PIT Compete against the clock to change tires and get car back into race. MECHANIC: Want to help, pal? (If YES: LEVEL 1): "Great! If a car pulls in here., check the tires. If it's bad; change it. Here, I'll show you how to do this first one (Demonstration) after that, you're on your own".
SCREEN 11-4/ SCENE 2/B: THE PIT STOP LEVEL TWO: PIT	Mechanic: "O.K.. you've got to determine what's wrong with the car when it pulls in. select the right tool over there, remove and replace damaged parts and tap the car on the back when it's ready. The race is up to you!
SCREEN 11-4/ SCENE 3/B: THE PIT STOP LEVEL THREE: PIT	Faster, more damage to repair, more vehicles pull in
SCREEN 11-4/ SCENE 4/B: THE PIT STOP LEVEL FOUR: PIT	Big crash on race track. Contact garage tow truck and repair cars.

JUDGE : Host of track, watches race from judge stand. Starts race bu beeping horn
 Non- mission activities.

LEGO SCRIPT SFX



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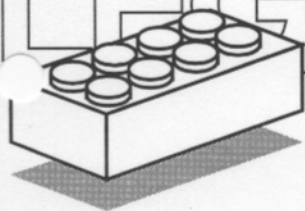
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SCREEN 11-5 THE BEACH (A&B) EXPLORE/MISSION

MUSIC, SFX,	SCRIPT
SCREEN 11-5/ SCENE 1/A: THE BEACH The sound of surf faint gulls in background	Judge/Lifeguard: Dude, welcome to the beach. We got surf and fishing and sand and whoa! You want to check out a jetski? (If YES:) Cool! just select one and ride!(level1) (If NO:) That's cool too. Just look around. Later,Dude
SCREEN 11-5 / SCENE 1/B: THE BEACH LEVEL ONE: JETSKI with "Tab" Indent	Judge: Start your engines. Pull up to the starting buoy. Wait for the horn and race to the finish marker over there. (glows)
SCREEN 11-5 / SCENE 2/B: THE BEACH LEVEL TWO: JETSKI with "Tab" Indent	Judge: Follow the red markers, careful on the jumps...wait for the horn and..... (longer race with jumps, winding course)
SCREEN 11-5 / SCENE 3/B: THE BEACH LEVEL THREE: JETSKI with "Tab" Indent	Judge: Ready: GO! (longer, harder, faster) Judge: "uh-oh; Click is in the race. Careful! (Click cuts off skiers making them crash/ avoid Click)
SCREEN 11-5 / SCENE 4/B: THE BEACH LEVEL FOUR: JETSKI with "Tab" Indent	Judge: Ready: GO! (longer, harder, faster) (Race around the Island: avoid Click, Sharks, Boats...Follow marked buoys, hit jumps)

LEGO SCRIPT SFX



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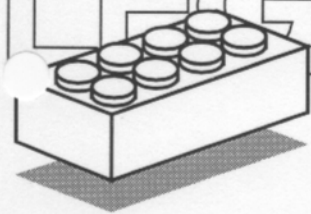
SCREEN 11-5 THE BEACH (A&B) EXPLORE/MISSION

MUSIC, SFX,	SCRIPT
SCREEN 11-5/ SCENE 1/A: THE BEACH The sound of surf faint gulls in background	Captain: Ahoy! So you want to go fishing? (If YES:) Come aboard! Select a fisherman and your'e it! (level 1) (If NO:) Well, look around and come back when you want. We'll be here.
SCREEN 11-5 / SCENE 1/B: THE BEACH LEVEL ONE: FISHING with Byte	Captain: Grab a line and let's fish RADIO: The contest has just begun. Fishermen, return to the main dock in 5 minutes with the biggest fish and win! (minus points for tires and small fish).
SCREEN 11-5 / SCENE 2/B: THE BEACH LEVEL TWO: FISHING with Byte	Captain: "let's take her out to the deep sea" (radar spot, avoid sharks or loose points,etc.)
SCREEN 11-5 / SCENE 3/B: THE BEACH LEVEL THREE: FISHING with Byte	RADIO: Click is at it again. Be on the lookout! (Track him/ find exact location (radar) and radio back to police or Coast Guard for capture.)

SCREEN 11-5 / SCENE 1/B: THE BEACH LEVEL One to FOUR: THE SHARK

Select the shark and view the world from eye level water level. Avoid being caught, snap at lines tip over boats for points

LEGO SCRIPT SFX



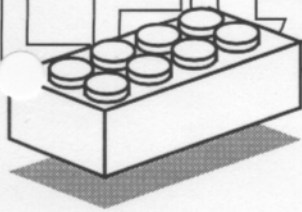
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SCREEN 11-6 GAS STATION (A&B) EXPLORE/MISSION

MUSIC, SFX,	SCRIPT
SCREEN 11-6/ SCENE 1/A&B: GAS STATION with Hard Drive, Studz Linkin,etc. Theme song/gas station cars/horns tools the"bing" driving over the hose	If the user selects the Help Wanted sign: Level1 begins. If user explores station, the owner says: Hi, friend. "Hard" Drive here. How's it going? (GOOD or BAD icons appear) If GOOD is selected: " well, me too! say if you want to work here just select the Help Wanted sign". If BAD is selected: " Aw, I'm sorry to hear that but say, if you need a job just select the help wanted sign". Hard Drive: Let's get to work! This tire is flat. Select it to take it off. Select this new one to replace it (glows). Fill it up with LEGO fuel like this...and good luck! (Change tires, fill up with gas) Hard Drive: "O.K. Here comes the cars. Check tires, fuel and ring up the sales like this (demos) (more cars, faster..fuel,tires and damaged parts to replace and customizing requests from vehicle drivers). DRIVER: "Say, Buddy how about putting some big wheels on my car"! RADIO: Car show in 10 minutes. Drive your entries to the park. Hard Drive: Hey! you should enter. You'd win for sure!
SCREEN 11-6 / SCENE 1/B: GAS STATION LEVEL ONE: Mechanic/attendant	
SCREEN 11-6 / SCENE 2/B: GAS STATION LEVEL TWO: Mechanic/attendant	
SCREEN 11-6/ SCENE 3/B: GAS STATION LEVEL THREE: Mechanic/attendant	
SCREEN 11-6/ SCENE 3/B: GAS STATION LEVEL THREE: Mechanic/attendant	

LEGO SCRIPT SFX



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SCREEN 11-6 GAS STATION (A&B) EXPLORE/MISSION

MUSIC, SFX,	SCRIPT
SCREEN 11-6/ SCENE 1/A&B: GAS STATION with Hard Drive, Studz Linkin,etc. Theme song/gas station cars/horns tools the"bing" driving over the hose	
SCREEN 11-6 / SCENE 1/B: GAS STATION LEVEL ONE: TOW TRUCK	(Cruise Town and respond to radio) RADIO: Accident in front of the bank. Pull truck in front of car. Select crane, select car bumper and bring it back for repairs.
SCREEN 11-6 / SCENE 2/B: GAS STATION LEVEL TWO: TOW TRUCK	More complications (truck get's a flat)
SCREEN 11-6/ SCENE 3/B: GAS STATION LEVEL THREE: TOW TRUCK	Big accident/ three car pile up. More complications (truck is pulled over by Police and warned of Click)
SCREEN 11-6/ SCENE 3/B: GAS STATION LEVEL FOUR: TOW TRUCK	Race Track call. clear track Click steals your tires.

LEGO SCRIPT SFX

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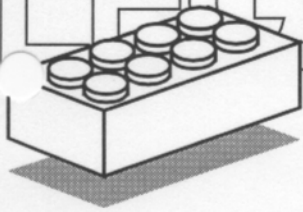
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SCREEN 11-7 HOSPITAL(A&B) EXPLORE/MISSION

MUSIC, SFX,	SCRIPT
SCREEN 11-7/ SCENE 1/A&B: HOSPITAL Orderlies. Theme song/Hospital Ambience	Commotion with doctors, nurses,etc. Orderlies/ Return: Hi! are you sick? Enter: Or do you work here? Return: Same thing isn't it? Enter/Return: laughs Enter: No but don't ask me that question! Return: what question? Enter: That one! Enter/return: Laughs Return: go ahead. select one of us and you have a job!
SCREEN 11-7 / SCENE 1/B: HOSPITAL LEVEL ONE: Orderlies	R: O.K. here's our list. We need to make these rounds of chores in 5 minutes. Flowers to room 5. Medicine to room 12. (maze,obstacles,etc.
SCREEN 11-7/ SCENE 2/B:HOSPITAL LEVEL TWO: Orderlies	Same as above but faster and more intricate mazes
SCREEN 11-7/ SCENE 3/B: HOSPITAL LEVEL THREE: Orderlies	Bring patients to the right room. List by memory. Can check list but a lose of points each check in.
SCREEN 11-7/ SCENE 4/B: HOSPITAL LEVEL Four: Orderlies	Same as all of the above with addition of Click stealing stuff from your cart. Have to re-find stuff

LEGO SCRIPT SFX



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SCREEN 11-7 HOSPITAL(A&B) EXPLORE/MISSION

MUSIC, SFX,	SCRIPT
SCREEN 11-7/ SCENE 1/A&B: HOSPITAL AMBULANCE DRIVER. Theme song/Hospital Town ambience	Ambulance Driver Missions are about the same as Gas Station (screen 11-6) Tow Truck Missions but with the obvious difference of rescuing people (mini-figures) and not cars. Select victim, select stretcher, etc. First aid on site includes instructions from doctors: " raise victims feet. give to oxygen." Doctor, Nurses activities. No missions (yet). If selected, user can wander about hospital and have activities. (give medicine, shots, check charts, etc.)

SCREEN 11-8 / SCENE 1/A&B: BANK Teller	Teller: Hello Here to check your account? If YES: O.K. help yourself. It's over there (ATM glows) If NO: well, o.k. take your time. look around. May spout off some interesting LEGO facts while you explore hotspots. (clues exist in here for police missions)
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SCREEN 11-9 / SCENE 1/A&B: CAFE Waiters, Musicians and Customers	(No missions as of yet; infact may be removed) User can eat, drink, order from menu, watch TV Select musician: follow music color chart to perform set of four songs. accept tips Select witer and get food , serve food, return dishes
--	--

LEGO SCRIPT SFX

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SCREEN 11-10 POST OFFICE (A&B) EXPLORE/MISSION

MUSIC, SFX,	SCRIPT
SCREEN 11-10/ SCENE 1/A&B: Post Office with Ed and Edie Mail (E-Mail) Theme song/Post Office ambient sounds	Edie: Hello. How are you? Fine I hope Ed, will you see to our customer. Ed: What? huh? why? Eddie: Customer, Ed Ed: If you want to buy stamps. thy're over there (glows) If you want to mail a letter-it's over there (glows) otherwise I'm busy. Eddie: If you want to help out. Grab the mail bag. (If user selects mail bag. non-mission activity of delivering mail, checking mail boxes and returning mail to post office

SCREEN 11-11/ Construction Worker behind shovel/truck

Worker: Hi friend. Looks like a good place to build a home, doesn't it? I'd go back to the map in the Information Center- If I were you

(No missions but activity available to use truck shovelling dirt about[may find treasure and stuff)

SCREEN 11-12 / Residential Area Mom, Dad and Kid(s)

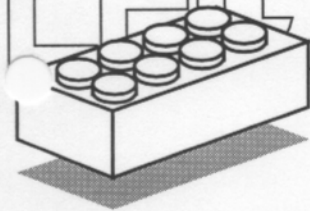
Mom: Hi
Dad: Come on in
Kid: wanna play? we got TV and games and
Dad: and chores!

Mom: paint interior rooms
Dad: Paint exterior house
Mom and Dad: move furniture around/ redecorate

Kid: have a catch, frisbee, roller blade
All: eat, drink, watch TV

(no missions but activities)

LEGO SCRIPT SFX



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SCREEN 11-13 PARK (A&B) EXPLORE/MISSION

MUSIC, SFX,	SCRIPT
SCREEN 11-13/ PARK Theme song ambient sounds birds	The park has no missions but has activities Select (possible) horse and buggy to drive or ride in about the park Select cat: watch from cat-eye view as you run up a tree and are rescued. select parrot and watch as you fly to one location and back again.

SCREEN 11-14/ COAST GUARD RESCUERS

SCREEN 11-14/ COAST GUARD RESCUE LEVEL ONE

SCREEN 11-14/ COAST GUARD RESCUE LEVEL TWO

SCREEN 11-14/ COAST GUARD RESCUE LEVEL THREE

SCREEN 11-14/ COAST GUARD RESCUE LEVEL FOUR

Captain: We sure could use your help. We've got to find a lost skier out in waters. If you want to help select the life jacket over there
(If selected Level 1 begins)

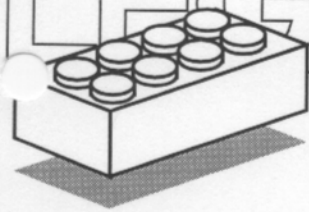
Find and retrieve lost skier in water

Shark attack! alert citizens. Capture and release shark(s) in deeper water

Boating accident
search, rescue and repair

Distress call. Click is throwing bricks over board. Find (radar) ,retrieve (points for each)

LEGO SCRIPT SFX



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SCREEN 17 THE GAME SHOW

MUSIC, SFX,	SCRIPT
SCREEN 17/ THE GAME SHOW User as contestant Theme song Bells, whistles crowd cheers, etc.	(at the final reward) HOST: Good morning, afternoon and evening because what ever time it is. it's still time to play: AUDIENCE: (shouts) GAME SHOW! (Theme song) HOST: And here's the rules: Pick your category pick your question pick your answer (but don't pick your nose?)

SAMPLE:

CATEGORY	Question	Answer
LEGO FACTS	How many pieces	1720
		278
		8,098,872
		1
	How many colors?	1720
		4
		17
		1

CATEGORY	Question	Answer
LEGO TOWN	How many Banks in town?	1720
		278
		8,098,872
		1
	Where does C.D. Rom work?	Pizzeria Hospital Police Station